

ABSTRACT

An EPG to display programming information in a variety of ways including using 3-D images, alphanumeric text, and video data. In addition, non-EPG objects, such as interaction objects, may be conflated with the presentation of the world and with the program schedule information. A communication module in the EPG receives localized content containing multiple objects from one or more servers coupled to a network. Users may interact with the content (e.g., buy and sell goods and services from local franchises) through a user-interface coupled to the EPG.